



HEALING WATER

MADE BY: ELLDAS

The gentle and delicate waters that care for the needy and
invigorate the weary

HEALING WATER

DEEP IN THE FORESTS, WHERE LIFE FLOURISHES ceaselessly, Healing Water can be found (sometimes even coming from the plane of Faerun).

Healing Water resembles normal water, but is more opaque and slightly minty green in color. Those who have drunk this water have commented on its sweet and gentle taste, like a cold dessert on a hot summer's day, their breath is free of any bad odor and all their wounds and illnesses have been treated, while the hole body of it is bring back to a feeling of Restness and Youth.

Healing Waters are often located in isolated places where only animals instinctively know how to get to them.

But in some cases, Humanoids have found this wonder and even built Hot Springs to treat the sick.

Scholars claim that Healing Waters may be a remnant of the fundamental energy that gives life to mortals or even the vital energy of the material plane (or Faerun) condensing into a natural Hot Spring, which ends up providing healing and life-enhancing capabilities. Many Druids consider Healing Water to be Nature's gift to living beings, given its capabilities and usefulness for treating injuries.

Some interesting cases of the use of Healing Water were that of a young elf boy with an unknown disease that slowly caused his body to wither into a corpse, who was bathed in Healing Water and had the disease completely removed from him. As well as the case of a young human Woman who dreamed of becoming a mother, but due to a malformation at birth, she became infertile. With faith in her God and a lot of willpower, she threw herself into a Healing Water and even without anything saying, she knew that she was already "cured" and could have her long-dreamed-of child.

When Healing Water comes into contact with plants, they bloom at extreme speed and almost instantly. Healing Waters are usually teeming with plant life, even in deserts, making them a veritable vision of a divine oasis. In plants that produce fruit, for example, the fruit is born instantly.

Healing Water can be drunk or a creature can bathe in it, when a creature comes into contact with Healing Water, it feels invigorated and any exhaustion points from lack of sleep disappear and if the creature drinks the Healing Water it recovers +10 Hit Points for 1 minute (If he is immersed in it, until he stops having contact with the Healing Water, the creature continues to be healed).

At GM choice, depending on the intensity and amount of the Healing Water, Scars are erased, organs regenerated, genetic malformations treated and even it can heal even loss of limbs and even revive the dead.



NEW ITEMS



HEALING WATER POTION

Wondrous Item, Rare/Very Rare/Legendary

Made with a lot of love and care, this little pot carries a little bit of Healing Water.

When a creature spends its Action to ingest this drink, its mouth is filled with the most pleasant and subtly sweet taste possible, and its wounds are magically treated.

The Creature recovers $2d4+4$ Hit Points and for 1 minute has its Constitution Modifier as Regeneration, moreover, if the creature has been aged by magical or sternal effects (in addition to literally passing the time), it has its age brought back to what it was before.

Optional: Higher Rarity and Higher Effects

If the Potion is Rank Very Rare, it heals $2d6+6$ and cures any Disease the creature has.

If it is Legendary, it can, at the GM's choice, recover lost limbs and/or revive the dead.

HEALING MEAL

Wondrous Item, Uncommon

A complete meal that treats wounds while satisfying and satiating you.

A creature on a Long Rest can eat this wonderful Meal and drink some of the sweet Healing Water that comes with it. After eating, the creature gain 15 Temporary Hit Points and it is satiated for the next 24 hours.

If a creature consumes this Meal before going to Sleep, it can reduce its Exhaustion points by 2.



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HEALING WATER

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